This is version 1.0.1 of the White Mage skill pack 'Floral Mage,' created by izumi.

＞ [Preview video] https://youtu.be/4w3KBbvpG4E

The mod files offer multiple options. You can choose to install all of them or just a part. Please keep an eye on my homepage for bug fixes or updates; I'll post them in the announcements section.

＞ izumi's channel: izumi ktisis

＞ izumi's ko-fi: ko-fi.com/izumi96

PDF Contents (click to jump):

◇ How to Install

◇ Attention

◇ Frequently Asked Questions

◇ Options Details (Including Preview Screenshots)

If you still have unanswered questions after reading this PDF, you can contact me via private messages on Ko-fi, or join our Discord server so ask.

＞ Papachin&izumi's Discord：https://discord.gg/Jn9EAYfRKW

If you enjoy my work, feel free to support me on Patreon! This will be the Dynamis of my creation! (๑*◡*๑)

How to Install

For players who don’t know how to install mods:

Download the FFXIV Textool tool from ffxiv-textools.net. After installation, open the tool and, as prompted, select the "game/sqpack/ffxiv" folder from your game installation directory. Once you've successfully entered the interface, you can import "WHM pack.ttmp2" and "skill icon.ttmp2" mod files by going to "Mods" in the menu and selecting "Import modpacks". (Freely choose to install the “idle pose.ttmp2” file according to your personal preferences.)

To uninstall or reinstall mods, choose "Mods" from the menu, then go to "Mod List" and click on "Manage Mod List" and select "ModPacks" on the left side. You'll see all the mod packs you've installed. Select any mod pack and click "Delete" to uninstall the mod.

Note: When installing mods through Textool, it's necessary to uninstall all mods each time the game patch updates to prevent game file corrupted. You can choose to create a backup mod pack by selecting "Mods"→"Create ModPack"→"Backup ModPack" before uninstalling you mods, and then restore it after game patch updating.

Additionally, you can also use Penumbra on Dalamud for installation (please refer to the relevant information).

After installing the mod files for skill packs, you can also install icon mods, combat animation mods, and other patches from the "Additional Patches" folder based on your personal preferences.

For those who are familiar with mods:

Installing "WHM pack.ttmp2" and "skill icon.ttmp2" at first (freely choose to install the “idle pose.ttmp2” file according to your personal preferences). Then you can choose to install other additional patches from the "Additional Patches" folder based on your personal preferences.

- Additional Patches:
  - ＞ Basic files.ttmp2：Refer to 'Frequently Asked Questions - 1'.
  - ＞ (Penumbra) WHM pack.pap：Refer to 'Frequently Asked Questions - 5'.
  - ＞ Swap Medica & Medica II.ttmp2：Refer to the 'Options Details' section for 'Medica II'.
  - ＞ WHM LB3.ttmp2：Refer to the 'Options Details' section for 'LB3'.

Attention

1. Some special skills (such as Logos Action, Lost Actions, Variant Actions) used in some specific instances (such as Eureka, Bozjan, and the Variant Dungeons) may be affected by this mod.

2. Game patch updates can cause this mod pack to become not working or behave abnormally. In such cases, please check for updates and notifications on our discord, my ko-fi or my YouTube channel.

3. Options for skills and icons will affect the same-named skills in both PVE and PVP.

4. Do not resell this mod, and do not distribute it without asking me.

5. Not sure whether this mod will conflict with mods from other authors or whether it will become not working after game patch update. But I will make effort to fix this!

Frequently Asked Questions

1. VFX texture or skill sounds are not working as expected.

- If this occurs after a game patch update, first check my Ko-fi or our DC for announcements regarding the latest patch. If not, make sure you have game patch 6.4 or higher and attempt to reinstall the mod. If you are a Penumbra user, try importing the "Basic Files.ttmp2" from the "Additional Patches" folder within Penumbra and activate it in the "Base" and "Your character" collections. If there is a conflict, you can adjust their priority values to a higher number.
  * In the "Collection " tab in Penumbra, select any collection on the left, activate the corresponding tabs on the right to set it to the corresponding collection.

2. Skill icons are not working correctly.

- This issue is commonly shows on with Penumbra users. Please activate the imported "skill icons.ttmp2" in the "Interface" collection. Then, switch your jobs and maps repeatedly or relog in the game to refresh game data.

3. Skill VFXs are too bright, or the screen is shaking too strong.

- It's recommended to set Battle Effects Settings of party members and others to "Simple" or "None" in Character Config to prevent battle effects overlays. And you can also turn off Radial Blur (Blur the graphics around an object in motion) in the game's Graphics Settings under System Config.
- Besides, in Character Settings under Character Config, you can disable "camera effects when initiating actions" to stop screen shaking (note: this will also disable all screen shaking effects from enemy boss skills). Of course, you can also use the VFXeditor plugin to customize effects yourself.

4. I cannot disable or delete icon mods in Textool.。

- You need to disable or delete icon mods first before delating other mods. If you encounter a situation where you cannot disable or delete icon mod, try importing another mod (e.g., "Basic Files.ttmp2"), then remove the previously unremovable icon mods, and finally delete the imported mod (like "Basic Files.ttmp2" in the example).

5. After installing Penumbra, the order of options is mixed up.

- Try installing "(Penumbra) WHM pack.pap" from the "Extra Patches" folder.

6. I heard the mod package was updated. Where can I download the latest version?

- Simply access your previous orders and download the latest version from there.

Options Details

> Cure

Simple VFX: Hides effects on the skill user and reduces petals.

Full VFX: Full VFX。

Vanilla Animation: Original in-game animation of this skill.

A Animation: Replaced new animation.

> Cure II

Simple VFX: Hides effects on the skill user and reduces flowers.

Full VFX: Full VFX.

Vanilla Animation: Original in-game animation of this skill (same as vanilla animation of Cure).

A Animation: Replaced new animation (same as A animation of Cure).

> Cure III

Simple VFX: Hides effects on the skill user and reduces flowers, lotus leaves and other decorative effects.

Normal VFX: Hides effects on the skill user and reduces flowers.

Full VFX: Full VFX.

Vanilla Animation: Original in-game animation of this skill (same as vanilla animation of Cure and Cure II).

A Animation: Replaced new animation (same as A animation of Cure and Cure II).

B Animation: Another replaced new animation (not same as all above).

> Regen

Simple VFX / 简单特效

Normal VFX / 普通特效

Full VFX / 完整特效

Buff VFX / Buff持续特效

Simple VFX: Hides effects on the skill user, removes ground petals and other detail effects on target.

Normal VFX: Hides effects on the skill user, removes ground petalson target.

Full VFX: Full VFX.

Full + Buff VFX: Full VFX and an additional continuous petal effect underfoot while the Regen buff is active.

Vanilla Animation / 原版角色动作

A animation / A动作

Vanilla Animation: Original in-game animation of this skill (same as vanilla animation of Cure, Cure II).

A Animation: Replaced new animation.

> 医治

Simple VFX: Removed most decorative effects and reduced flower patterns in size.

Normal VFX：Removed some decorative effects.

Full VFX: Full VFX.

Vanilla Animation: Original in-game animation of this skill (same as vanilla animation of Cure, Cure II).

A Animation: Replaced new animation.

Swap Medica & Medica II: After installing the skill modpack, you can swap the effects of the 'Medica' and 'Medica II' by installing the 'Swap Medica & Medica II.ttmp2' from the 'Additional Patches' folder.

For Penumbra users, you'll need to adjust the priority of the swap patch to a higher level. Also, when you want to change the VFX style (means 'Simple VFX', 'Full VFX', etc.) of swapped skills, you should adjust the options of the original skills. For example, if you want to change the effects of the swapped 'Medica', you'll need to adjust the options of 'Medica II' in skill pack.

> Medica

Simple VFX: Completely removed the cherry blossom tree.

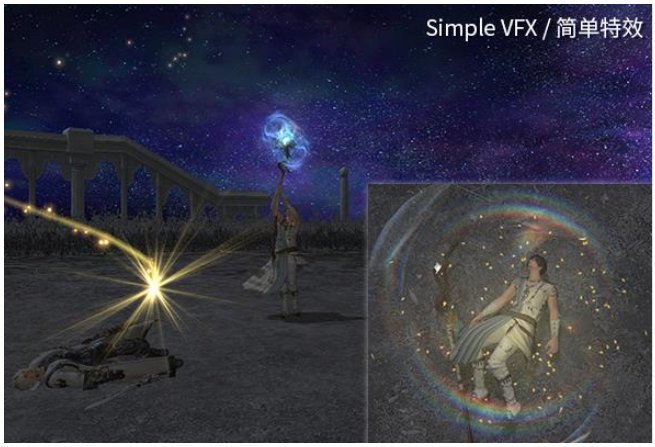
Normal VFX: Reduced the size of the cherry blossom tree and lowered transparency.

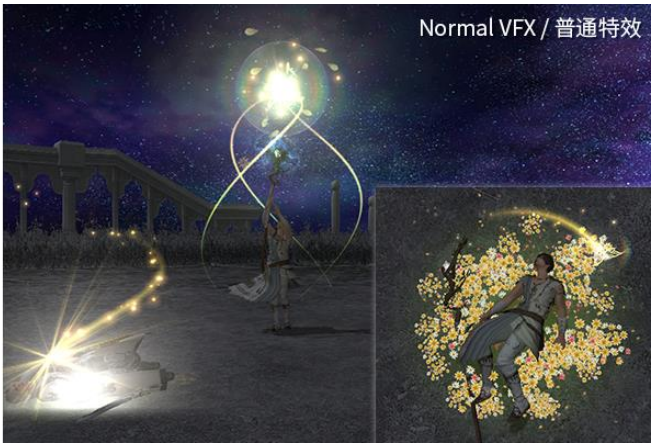
Full VFX: Full VFX.

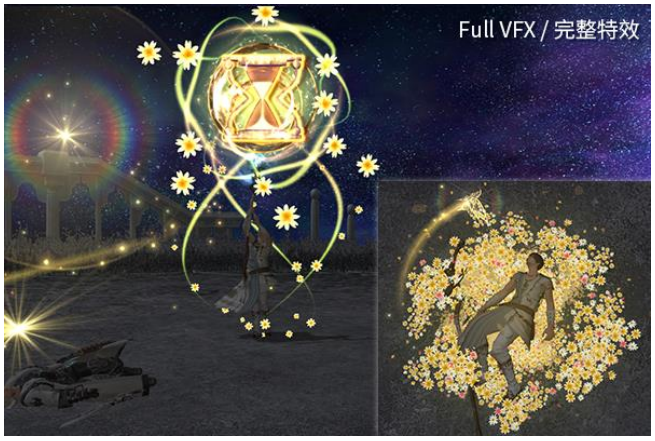
Vanilla Animation: Original in-game animation of this skill (same as vanilla animation of Cure, Medica).

A Animation: Replaced new animation (same as A animation of Medica).

> Raise







Simple Effect: Hides effects on the skill user and reduces most petals.

Normal Effect: Simplified effects on the skill user and reduced petals.

Full VFX: Full VFX.

> Afflatus Solace

[1] One rose blooms / 一朵花绽放

[2] Three roses surrended / 三朵花环绕

[1] Style: Displays a larger single flower on the target.

[2] Style: Displays three smaller surrounding flowers on the target.

Provide 4 color options:

Orange-pink / 橘粉色

Light blue/ 浅蓝色

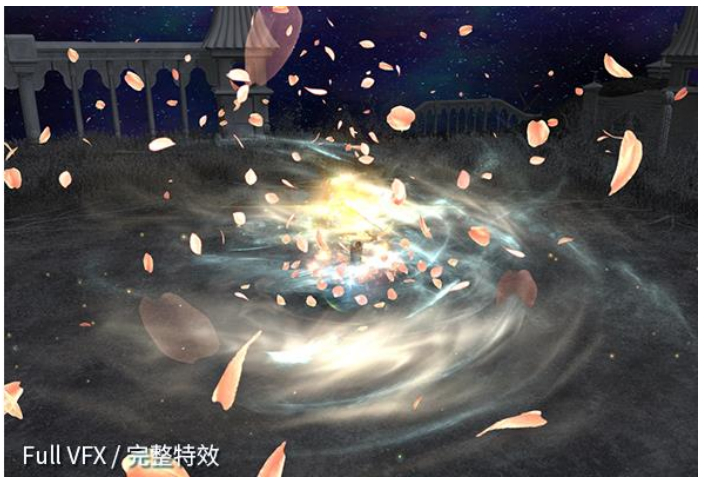
Scarlet / 鲜红色

Magenta/ 洋红色

Vanilla Animation: Original in-game animation of this skill.

A Animation: Replaced new animation (blowing kiss).

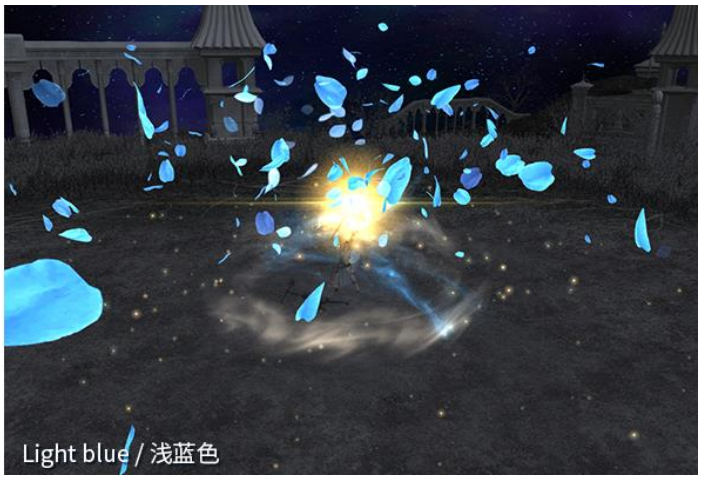
> Afflatus Rapture



Normal Effect: Simplified effects with smaller petals.

Full VFX: Full VFX.

Provide 4 color options:



A Animation: Full animation.

B Animation: A Animation with shortened pre and post-cast times.

> Afflatus Misery

Simple VFX: Removed most decorative effects and reduced the size of the cherry blossom

Normal VFX: Removed some decorative effects.

Full VFX: Full VFX.

Provide 4 color options:

A Animation: Explosion and finger snap occur at the same time.

B Animation: Explosion appears with a brief delay after the finger snap.

> Tetragrammaton

Simple VFX: Removes some decorative effects.

Full VFX: Full effects.

A Animation: Animation of swaying a lily-of-the-valley branch.

B Animation: Animation of a lily-of-the valley branch swaying in the air.

> Divine Benison

Normal VFX / 普通特效

Normal VFX: Hides effects on the skill user.

[A] Full VFX: The moon and laurel flowers appear beneath the skill user, matching A Animation.

[B] Full VFX: The moon and laurel flowers appear behind the skill user, matching B Animation.

A animation / A动作

B animation / B动作

A Animation: Drawing circles on the ground with staff.

B Animation: Rotating the staff with both hands.

> Aquaveil

Simple VFX / 简单特效

Normal VFX / 普通特效

Full VFX / 完整特效

Simple VFX: Removes most decorative effects.

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

A Animation: More gentle animation.

B Animation: More steady animation.

> Benediction

Simple VFX: Removes most decorative effects.

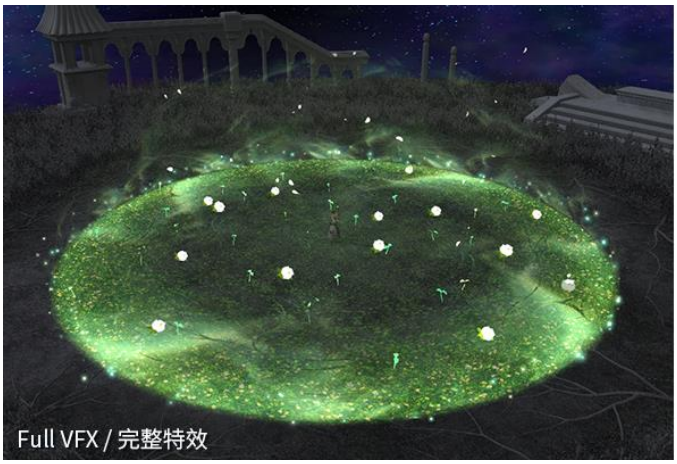
Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

A Animation: Displays the flowers in hand.

B Animation: Make the staff to float.

> Asylum

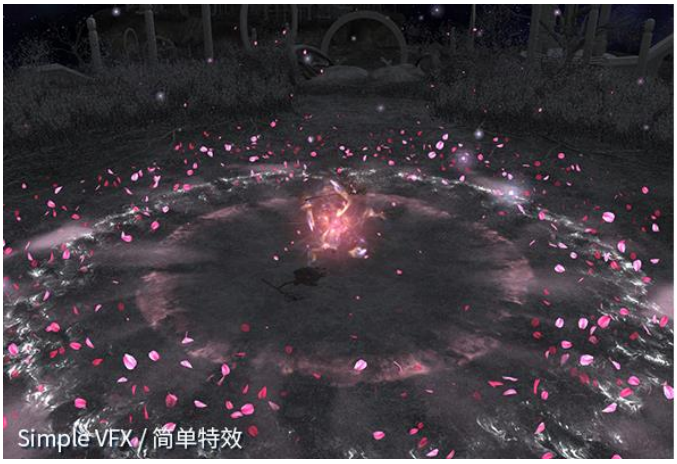


Simple VFX: Removes flowers, grass patterns, and most decorative effects.

Normal VFX: Removes grass patterns and some decorative effects.

Full VFX: Full VFX.

> Assize



Simple VFX: Smaller and fewer petals.

Normal VFX: Smaller petals.

Full VFX: Full effects.

A Animation: Replaced new animation.

> Presence of Mind

Simple VFX: Removes some decorative effects.

Normal VFX: Full VFX with out buff duration VFX.

A Animation: Replaced new animation as pictured above.

> Presence of Mind: Buff VFX

Buff VFX disabled / 不启用Buff特效

On character / 在角色脚下

On screen / 在屏幕上

On character + screen / 在脚下+屏幕上

Disabled: No buff duration effects during the buff.

On character: There will be a magic circle effect under the character during the buff.

On Screen: There will be floral effects on the screen during the buff (only on the skill user's screen).

Under Character + On Screen: Both of the above effects will be active.

> Thin air

Simple VFX / 简单特效

Normal VFX / 普通特效

Simple VFX: Removes the dark moon and the night-blooming cereus underfoot.

Normal VFX: Removes the dark moon effect.

Full VFX: All effects.

> Plenary Indulgence

Simple VFX: Removes decorative effects on the gound.

Full VFX: Full VFX

A Animation: Replaced new animation.

> Liturgy of the Bell

Normal VFX / 普通特效

Full VFX / 完整特效

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

A animation / A动作

B animation / B动作

A Animation: Play the flute.

B Animation: Play the harp.

> Temperance

Leaf+antlers / 叶+鹿角

Flower+antlers / 花+鹿角

Butterfly wings / 蓝闪蝶翼

Titania wings / 妖灵王翅膀

Leaf + Antler: White antlers with green tree leaf effects, white flowers grow beneath the feet.

Flower + Antler: Golden antlers with red petal effects, colorful flowers grow beneath the feet.

Butterfly Wings: Blue morpho wings grow on the back.

Titania Wings: Blue wings of the the king Titania grow on the back.

A animation / A动作

B animation / B动作

A Animation: The staff floats in the air in front of skill user's body.

B Animation: The staff is held in the hands.

> Glare & Glare III (same VFX)

Red flower / 红花

Blue flower / 蓝花

Holy stones / 圣石

Earth stones / 岩石

Red Flower: Red magic circle + red blossoming flowers.

Blue Flower: White magic circle + blue blossoming flowers.

Holy Stones: Gray-white stones with flowers explode.

Earth Stones: Earth-colored stones explode.

Vanilla animation / 原版动作

A animation / A动作

Vanilla Animation: Original in-game animation of this skill.

A Animation: Replaced new animation.

> Dia

Crystal flower / 水晶花

Crystals / 水晶

Green vines / 绿色藤蔓

Brown vines / 棕色藤蔓

Crystal Flowers: Flowers formed from crystals explode.

Crystal: Crystal cluster explode.

Green Vines: Green vines and petals burst from the ground.

Brown Vines: Brown vines burst from the ground.

Vanilla animation / 原版动作

A animation / A动作

Vanilla Animation: Original in-game animation of this skill.

A Animation: Replaced new animation (Aero II animation).

> Holy & Holy III (same VFX)

[1] VFX / [1]风格

[2] VFX / [2]风格

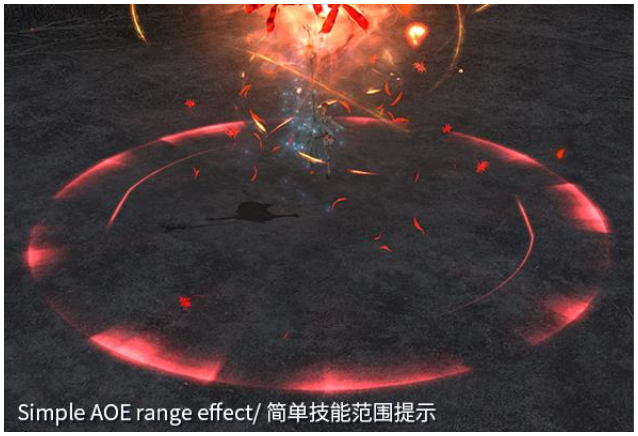
[1] style: Explodes after the spider lily blooms.

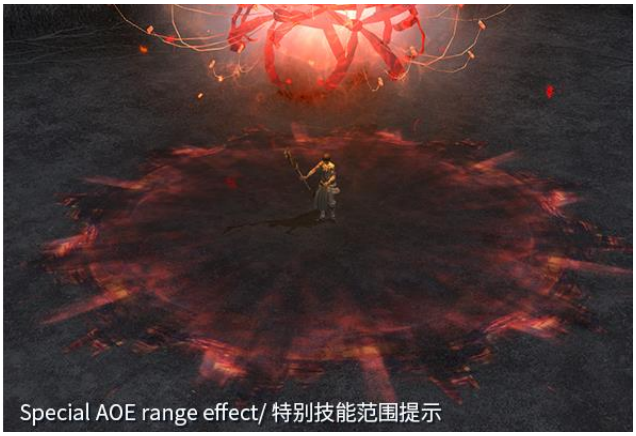
[2] style: Blooms the spider lily after gathering magic.

Normal VFX: Removes the flowers beneath the feet and some effect details.

Full VFX: Full VFX.

AOE range effect:





Simple: A simple circular effect shows the damage range.

Special: Complex special effects expand to show the damage range.

Vanilla Animation: Original in-game animation of this skill.

A Animation: Replaced new animation.

> Esuna

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

> Repose

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

> Lucid Dreaming

Normal VFX: Removes some decorative effects.

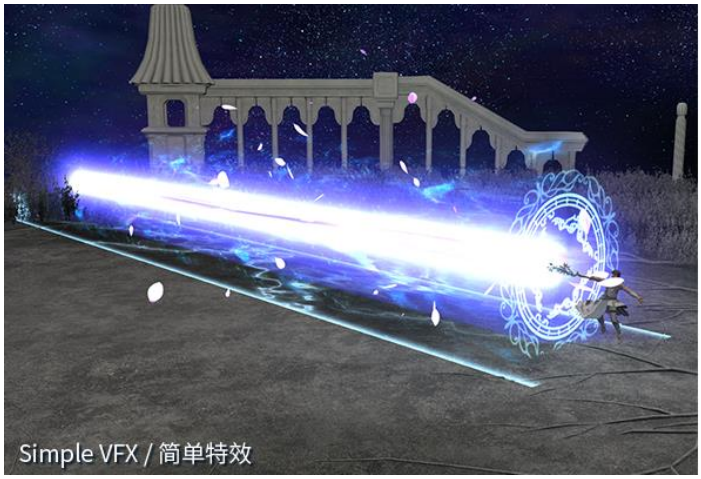
Full VFX: Full VFX

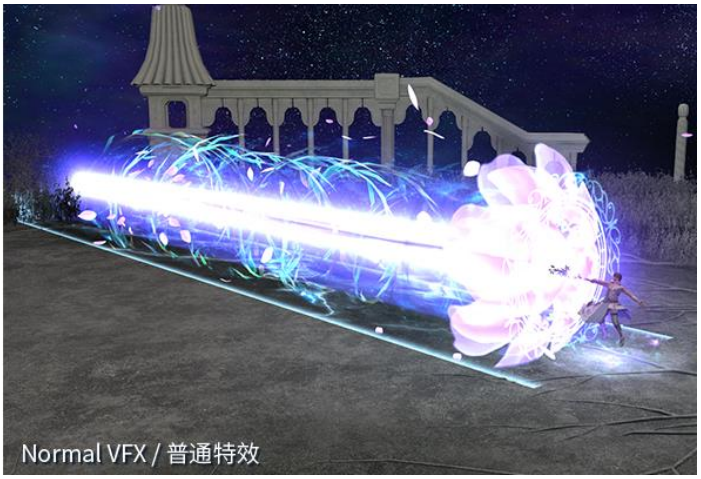
> Seraph Strike (PVP)

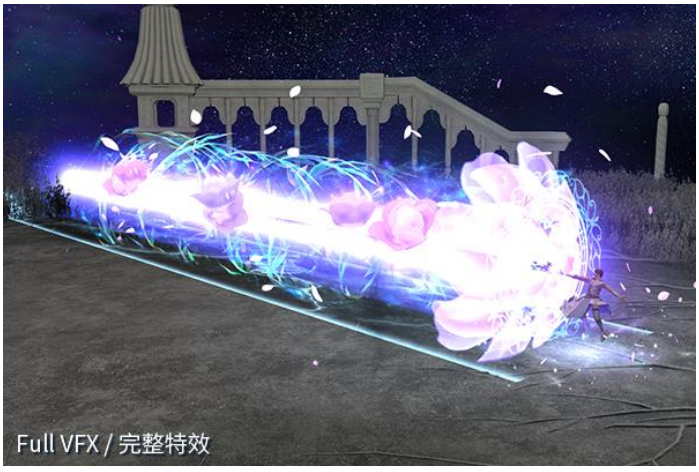
Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

> Afflatus Purgation (PVP LB)







Simple VFX: Removes most decorative effects.

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

A Animation: Replaced animation with larger motion.

B Animation: Replaced animation with smoother motion.

> Healing Wind (LB1)

Simple VFX: Removes most decorative effects.

Full VFX: Full VFX

> Breath of the Earth (LB2)

Full VFX / 完整特效

A animation / A动作

Simple VFX: Removes most decorative effects.

Normal VFX: Removes some decorative effects.

Full VFX: Full VFX

A Animation: Replaced new animation (more suitable for overhauled effects).

> Pulse of Life (LB3)

(Forest) Normal VFX / (森林) 普通特效

(Forest) Full VFX / (森林) 完整特效

(Universe) Normal VFX / (宇宙) 普通特效

(Universe) Full VFX / (宇宙) 完整特效

Simple VFX / 简单特效

Simple VFX: Completely removes background effects.

(Forest) Simple VFX: Simplified forest background VFX.

(Forest) Simple VFX: Forest background VFX.

(Universe) Simple VFX: Simplified universe background VFX.

(Universe) Simple VFX: Universe background VFX.

** If you are confused about why here are "universe" theme options, please don't ask and continue to advance the main story of the game :)*

＞ In others' views and gpose (LB3)

Since the background effects of Normal VFX & Full VFX are really large, when other players use WHM's LB3, the background effects may block your field of view and hinder your battle. Therefore, you can choose "Hide Background". At this time, when other people use WHM's LB3, you will not see the background effects, and when you use WHM's LB3, other players will not see the background effects either (if other players also have this mod).

Of course, you can also import the mod through Penumbra and set the mod to only take effect on your character, so that this background effect will not appear when other players use LB3 (please refer to the relevant information if needed).

However, if you select "Hide background", you will also not be able to see the background effect in /gpose (Group Pose). If you want to take photos in /gpose, select "Show Background".

(For Textool users) In the "Additional Patches" folder, a separate mod file for LB3 is included. You can quickly switch options by installing this mod separately, avoiding the need to reinstall the entire skill pack.

＞ Cast VFX

Note: Only one of the options of attack magic can be checked. If both are checked, only one of them will shows.

Healing magic / 治疗魔法

(Red) Attack magic / (红色) 攻击魔法

If you have any questions, please contact me on ko-fi or our DC. Thanks for your support!